

# tactic blue

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English translation by Rick Heli - <http://spotlightongames.com>

Dieter Stein

# Accasta

Strategy game for 2 players aged 8 and up

**Accasta is a tactical stacking game. At the start players set up their pieces on their side of the game board and try to occupy the castle on the opposite side. In the process they inevitably cross paths.**

## Components

- six-side game board composed of 37 tiles
- 2 sets of 20 pieces, black and white

## Game Board

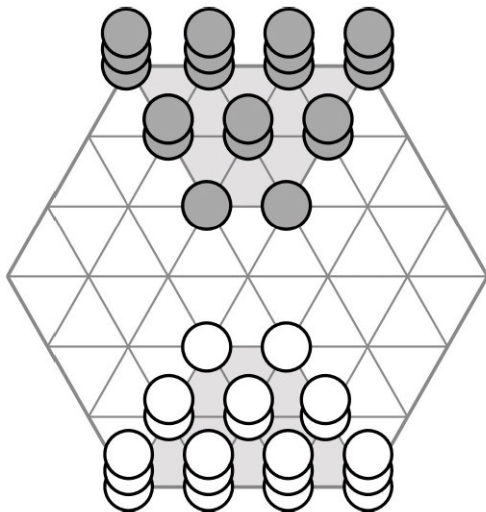
Accasta is played on a six-sided board. Pieces are placed on the intersections of lines. Nine intersections at either end of the board are marked as player castles.

## Playing Pieces

Players choose colors.

To start the game all of the pieces are placed on the board. Most of them will be stacked.

White places 3 stacked pieces on each of a1, a2, a3 and a4, 2 pieces on b2, b3 and b4, as well as 1 piece on c3 and c4. Black makes the corresponding placements on his side of the board.



*The starting placements*

Basic rule: the top piece on a stack (the "controlling piece") determines which player owns the stack, that is, pieces are free and may move and which are captured.

## Goal of the Game

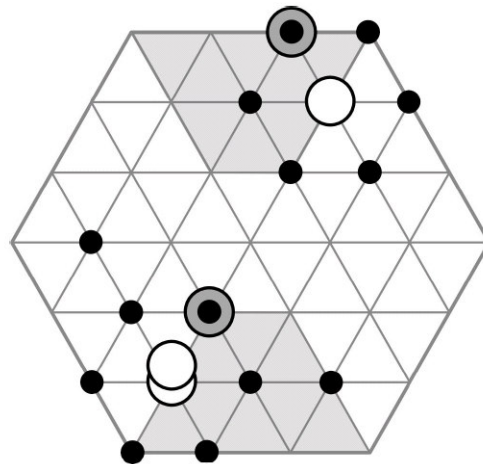
The players try to place 3 or more controlling pieces in the opposing castle.

## Playing the Game

White takes the first turn and from then on turns alternate between the players. A player must always perform at least one action whenever he has a turn.

## Moving Pieces

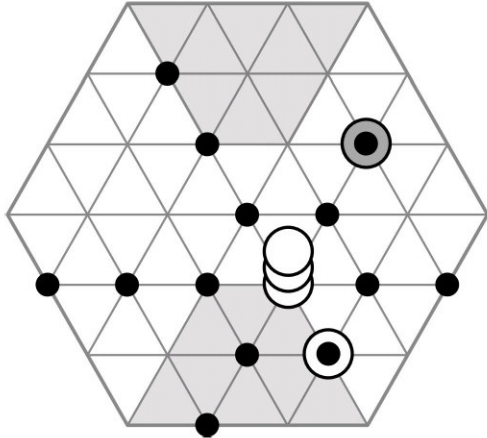
Pieces may move 1, 2 or 3 spaces, **but always in a straight line**. No piece or stacks **may ever be jumped over**, however it is possible (within certain restrictions explained below) to jump **on top of** other pieces (regardless of whether owned or opposing).



*The controlling piece of the stack at b2 (lower left) may move up to 2 spaces, the singleton piece at f4 (upper right) may move 1 space.*

The distance a piece may move corresponds to its height, ignoring opposing

pieces in its stack. For example, a singleton piece always moves only 1 space. A piece with one same-color piece somewhere in the stack below it (not necessarily immediately below) is in the second position and moves 1 or 2 spaces. A piece in the third position moves 1, 2 or 3 spaces.



*Illustration: The main piece of the white stack at c4 may move up to 3 spaces in a straight line, but not over other pieces (or stacks)*

In the course of the game mixed stacks of black and white pieces will come into existence. The determination of the height for purposes of movement range counts only one's own pieces in a stack.

For example, a white main piece atop 3 black pieces may only move 1 space.

## Jumping

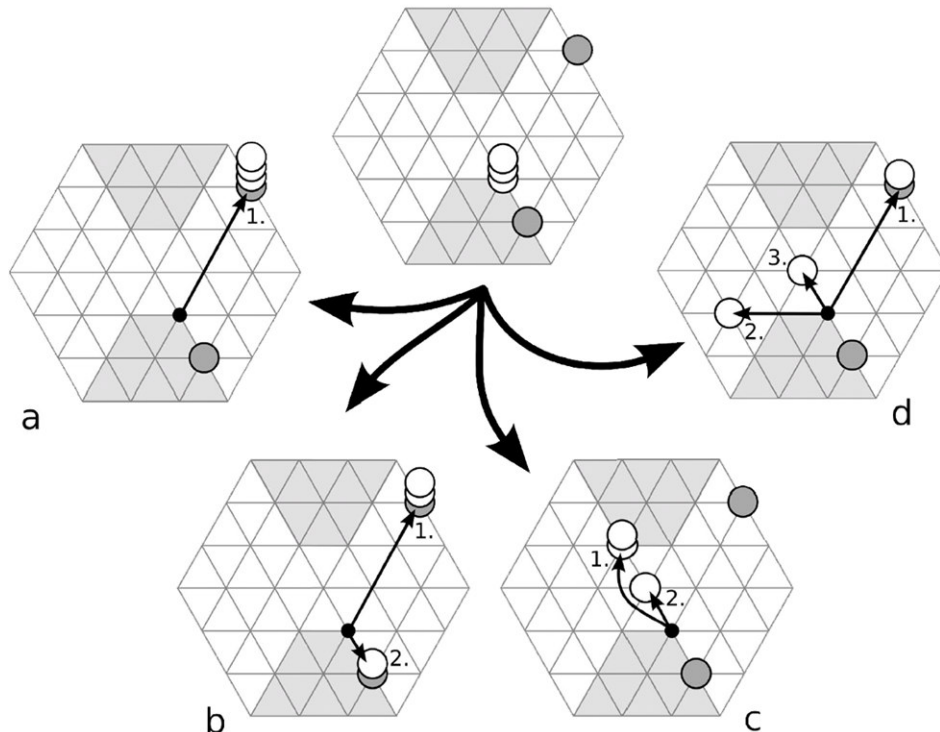
It is possible for pieces to jump on top of other pieces (regardless of whether owned or opposing). However, any move which would result is a stack having more than 3 pieces of the same color is not permitted.

## Carrying Pieces

When it moves, a piece may carry along as many other owned and opposing pieces as desired so long as they are stacked under it. Thus a stack can be arbitrarily divided. However, the range of the piece in question is not altered by the number of pieces brought along, but is only determined by its height **before** the move.

## Multiple Moves

If a stack is split and after the controlling piece moves off, the new controlling piece on a stack belongs to the current player, then this piece **may** also immediately move.



*A selection of possible moves for the white stack of three at c4:*

- a) the complete stack moves,
- b) the top two pieces are separated and move 3 spaces, then the remaining piece moves 1 space
- c) 2 moves in the same direction
- d) with a stack of 3 up to 3 moves are possible.

in the same round. It can move in a different direction and take pieces with it and even end on top of another stack, but it may never jump over other pieces or stacks.

In this way a player may make up to three moves in a round. It is never required to make a multiple move; a player may stop after having made at least 1 move.

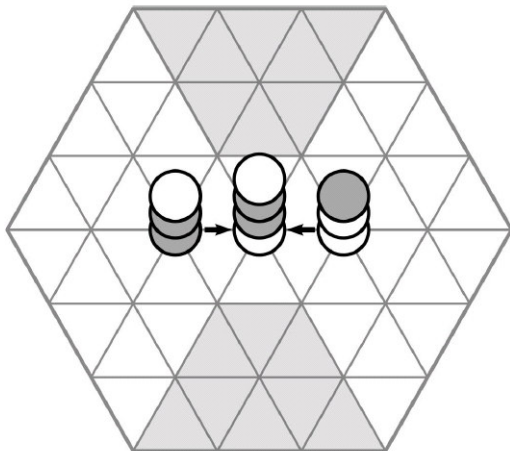
## Release

Moves which leave an opposing piece in the position of controlling piece are permitted (termed a "release").

In that event the next turn is immediately taken by the opponent. It is **not** allowed to release an opposing piece which rests on one of the 9 spaces in one's **own** castle.

## Safe Stacks

**Basic rule:** At all times a stack may only contain **at most 3 pieces from any one player**. All moves which would result in a stack containing more than 3 pieces of the same color are not allowed.



*Illustration: White must split his stack his stack at left if he wants to move on top of the center stack. Similarly, Black must release at least one white piece from his stack at right to be able to stack atop the center stack.*

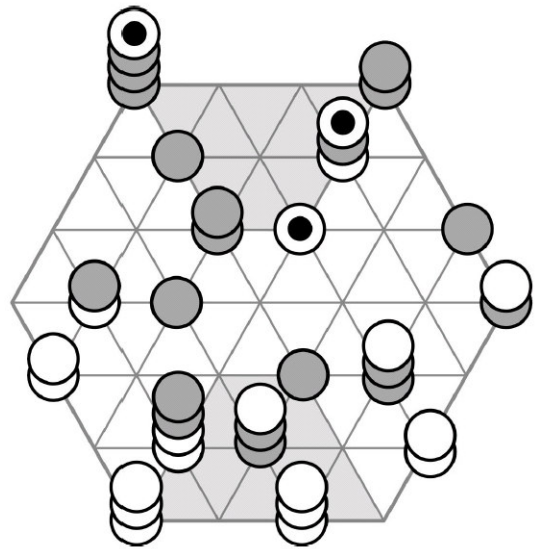
Thus a stack containing 3 pieces of a color may not have any more pieces of this color added. If these pieces are captured, this is known as a safe stack as it is invulnerable.

Thus if a player has captured 3 pieces in a single stack, this stack is unassailable as long as he does not split it. On the other hand, captured pieces can be a hindrance if pieces are to be moved on top of an opposing stack.

## End of the Game

The first player able to place 3 (or more) controlling pieces in his opponent's castle wins the game.

Alternatively, a player wins if the opponent is unable to perform a legal turn.



*Illustration: White wins with 3 controlling pieces in the opposing castle.*

## Q&A

- *What is the origin of the game's name?*  
From the Italian accatastare which means "to stack up"
- *After a release, is the opponent required to operate from the stack which was just released?*  
No, he may choose any stack he controls.

## Notation

The spaces on the six-sided board are clearly marked with coordinates. The horizontal rows are marked, starting from White, with "a" through "g" and the individual spaces numbered left to right. The central space therefore has the coordinate "d4", for example.

*Accasta* turns may consist of up to 3 moves which all depart from the same space.

A complete turn is notated as follows:

Stack location: Total number of pieces moved (a "1" may be omitted) — ending space, further turns, ...

When a player stacks on top of one of his own pieces, this can be noted by a "+" rather than a "-" while capturing an opposing piece is noted via an "x".

### Sample Game:

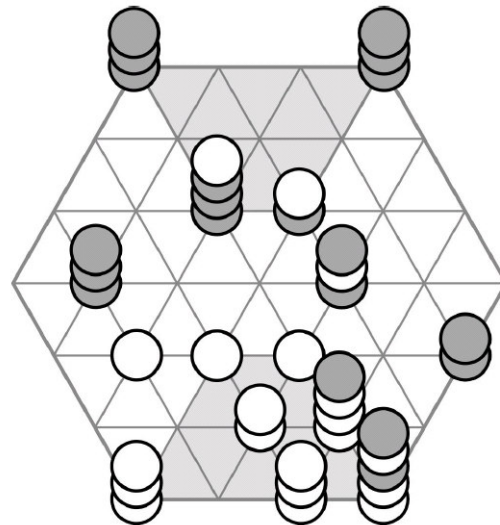
White	Black
1. b4:2-c5	e4:+e3
2. a4:3-b4	f2:+f3,+e3
3. b2:2+c3	f4:2-e5
4. c4:-d4	e3:+e5,xd4
5. b4:xd4,2-c4	e5:xc4
6. c5:xc4,-d5	e5:-e4
7. d4:2xe3,-d3	e4:-d4
8. c4:2xd4	f3:xe3,2xd5
9. c4:xd5	e3:3+e5,xd4
10. d3:xd4	e5:2xd5,-e3,-e4
11. d4:2+c4,3xe3	d5:6-b5
12. a3:3-b4	b5:3-a4,xb4,2+a4
13. a2:3-a3	g3:3-e5
14. c4:2-d5	g2:3-d2
15. c3:xe4,-c2	e5:2-c6,xd5

White concedes.

### Accasta game rules:

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More information is available on-line at <http://accasta.com>



Placements after turn 15. ... e5:2-c6,xd5.

## Strategy Hints

- Keep an eye on the safe stacks! The stacking height restriction should be used to tactical advantage.
- Safe stacks are worthwhile, but they can be more easily blocked by the opponent.
- Notice how the range of pieces changes! If you stack on your own pieces, range increases, but if you place individual pieces on vacant spaces, they decrease
- If on the first turn you move your three-stack from a1 to d1 (a1: 3-d1) pull, you have already lost. Do you see why?  
Your opponent answers with g1: 3xd1; this 6-height stack is unstoppable.

## For More Information

*Accasta*, together with the games **Abande** and **Attangle**, comprise the stacking game trilogy by Dieter Stein, invented between 1998 and 2006.

Strictly speaking the above rules describe a variant of the base game called **Accasta Pari**, which is played with unmarked pieces. In the original game there are three different piece values which provide fixed ranges.

Dieter Stein

# Abande

Strategy game for 2 players aged 8 and up

**Abande is a board game with the feel of a classic – simple rules and an abundance of tactical possibility.**

**The players try to occupy valuable positions, where it is impossible to lose the opponent's cooperation. At the end points are earned for owned pieces, but only with the help of the opponent.**

## Components

- six-sided game board composed of 37 tiles
- 2 sets of 18 pieces, black and white

## Game Board

*Abande* is played on a six-sided board. Pieces are placed on the intersections of lines.

## Playing Pieces

Each player selects a color and receives the 18 corresponding pieces. The pieces are laid out openly (these are the pieces "in the hand").

During the game these pieces are stacked up in different ways. A player owns a stack when the **topmost piece** belongs to him.

## Goal of the Game

Players try to score as many points as possible. Each individual piece and each stack of pieces are scored at the end of play.

## Playing the Game

In the beginning the board is empty. The player with the black pieces begins by placing one of his pieces on any space on the board. This turn is called "the initiative turn", in contrast to the usual turn.

Afterwards the players alternate turns. There are 3 different possible turn options:

- **Placing** one's piece on the board
- **Moving** an owned piece (or stack) already on the board on top of an adjacent opponent's piece (or stack)
- **Passing**, i.e. to do nothing, which is only allowed if the player has no more stones in hand. If both players pass consecutively, the game is over.

## The "Chain"

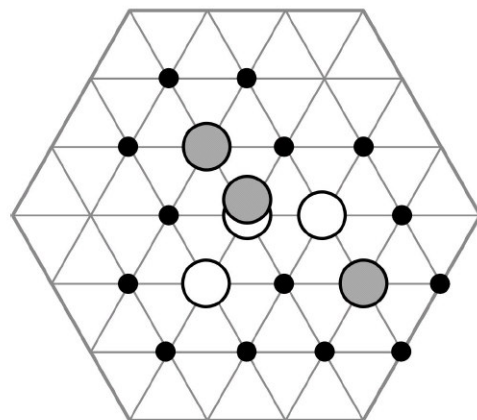
At all times **all** pieces (and stacks) must be connected to one another.

No individual piece and no group of pieces may be isolated (i.e. be without any pieces in any adjacent space).

## Placing New Pieces

As long as a player has pieces in hand and is unable or unwilling to move a piece already on the board, he must place a piece on an empty space.

Newly-placed pieces must appear **always adjacent** to another (regardless of owner) piece (or stack).

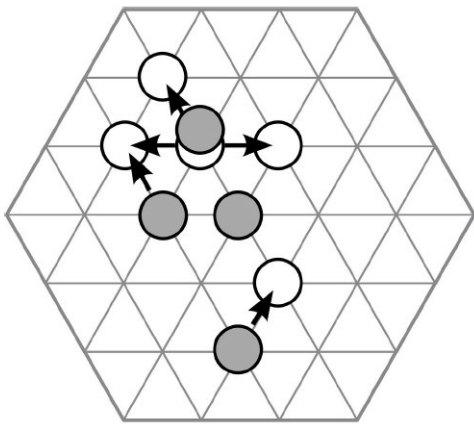


*In this example there are 14 spaces where a new piece could be placed.*

## Moving Pieces

Instead of placing a new piece, a player can move one of his own pieces (or one of his **complete** stacks):

- Pieces (or stacks) may move 1 space in one of the 6 possible directions.
- Pieces (or stacks) in moving **must capture** an opposing piece or stack. They are placed **on top of** the opposing piece (or stack). They cannot be moved to a vacant space or on top of one's own piece (or stack).



*Black to move. Besides being able to place a new piece, there are 5 different movement options. The piece in the very center of the board (d4) cannot move because this piece is bound; moving to either c4 or e4 would break the chain.*

- Stacks may not grow to more than 3 in height.
- Stacks may never be divided.
- Moving is allowed only after Black has entered his second piece, i.e. Black cannot directly capture White's reply to the initiative turn.

## Passing

If a player has no more pieces in hand, he is permitted to pass; the opponent receives a consecutive turn.

It is possible that a player must pass because there no regular turn is possible.

A player who has passed is allowed to take a regular turn again, in the following round.

## End of the Game

If both players pass, one immediately after the other, the game ends.

## Sleeping Pieces

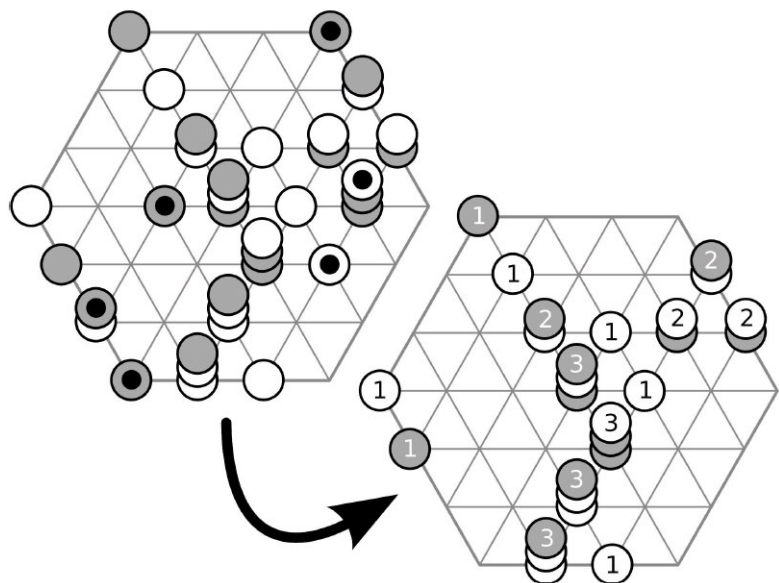
Before scoring, pieces (or stacks) which **are not adjacent** to an **opposing** piece (or stack) are removed from the board, i.e. do not count for scoring. Note that this does not apply to pieces within mixed stacks. Only the tops of the stacks are taken into account when deciding if they are asleep. It is possible that by removing these sleeping pieces that the chain is broken. This does not matter for purposes of scoring.

## Scoring

Scoring is performed after the sleeping stones are removed.

Players receive:

- 1 point for each individual owned piece
- 2 points for each owned double stack
- 3 points for each owned triple stack



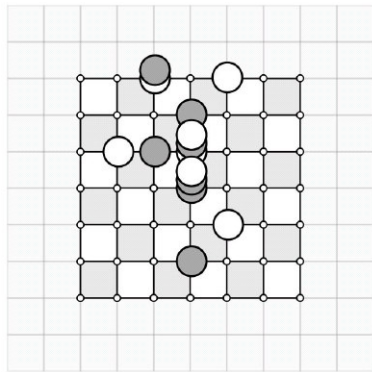
*After the sleeping pieces are removed, all the stacks are scored. In this example the contest is a 12:15 victory for Black.*

The player who earns more points wins the game. Should both players have the same point total, the result is a tie.

## Variant

*Abande* can also be played on a square grid. Then it is tactical and even a bit more demanding.

The pieces are placed on the 49 (7x7) intersections between spaces in the middle of the board. Pieces also count as connected if they are adjacent along the **diagonal**. Thus there are at most 8 lines of connection for any one location. All other rules are as in the base game for a six-sided board.



## Q&A

- *What about triple stacks?*  
Careful attention to the rules shows that triple stacks may never be captured nor moved for the rest of the game.
- *Some moves cause the chain to be broken in one location, but everything is still connected elsewhere. Is this allowed?*

Yes, because all pieces are still always part of one chain. It's just that the connection path has been altered.

## Notation

The coordinate system from *Accasta* (see page 4) is used for notation.

## Sample Game

White	Black	White	Black
	d4	14. b3-a3	c2
1. d5	e4	15. b5 a4	
2. c3	b2	16. b5-c6	a4-a3
3. e3	c4	17. g2 a2	
4. b4	d3	18. c3-d3	c3
5. d2	d1	19. b1	c2-d3
6. f4	c5	20. c1	b4-c5
7. d5-d4	g4	21. c1-d1	b4
8. d4-c4	f2	22. c2	b2-b1
9. c6	d7	23. a1-b1	f3
10. a1	a3	24. e6	pass
11. f1	b5	25. b5	pass
12. b3	c5-c6	26. pass	
13. c5	b5-b4	White wins 14:13.	

## Strategy Hints

- Keep the end of game scoring firmly in mind!
- Try to place near several opposing pieces (without vulnerability to being captured of course). This increases the chance that at the end your piece is connected to an opposing one and therefore earns points.
- Take care at the edges and in the corners of the board!  
Things get tight there very quickly and it's not always possible to defend a position.
- Sometimes situations arise where one should sacrifice a piece (and lose 1 point), but cause the opponent to lose 2 or even more points.
- Often in the course of the play, there arise "bridges", i.e. pieces which create additional connections. When that happens, new movement possibilities can arise in a completely different part of the board – for the opponent, but also for yourself!

## For More Information

*Abande* rules: Copyright © 2005 Dieter Stein  
*Abande* together with the games **Accasta** and **Attangle** comprise the stacking game trilogy by Dieter Stein, invented between 1998 and 2006. More information is available on-line at <http://abande.com>

Dieter Stein

# Attangle

Strategy game for 2 players aged 8 and up

**Attangle is a board game with very simple rules. Its fine points reveal themselves to the players only after a few playings.**

## Components

- six-sided game board composed of 37 tiles
- 100 playing pieces, half black and half white

## Game Board

*Attangle* is played on a six-sided board. Pieces are placed on the intersections of lines.

The coordinates printed on the board permit each space to be named, making it easier to record a playing.

## Playing Pieces

Players choose colors.

During the game these pieces are stacked up in different ways. A player owns a stack when the **topmost piece** (or more precisely: the majority of the pieces in the stack) belongs to him.

## Goal of the Game

The players try to create 3 of their own stacks of five.

## Playing the Game

In the beginning the board is empty. The player with the white pieces begins by placing one of his pieces

on any space on the board. However, **on the first turn of the game** he may not place in the exact center (space d4) of the board. After that the players alternate turns. It is required to always take a turn. There are two basic turn options:

- **Place** a piece on the board.
- **Capture** an opposing piece (or stack) which is already on the board.

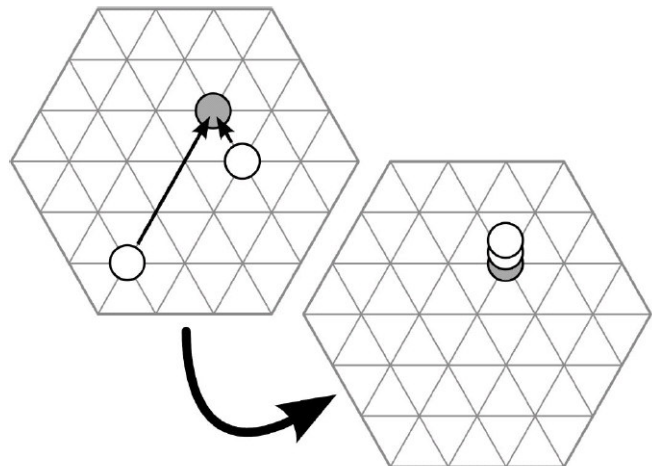
## Placing Pieces

A new piece may be brought onto the board on any **vacant** location.

## Capturing Opposing Pieces

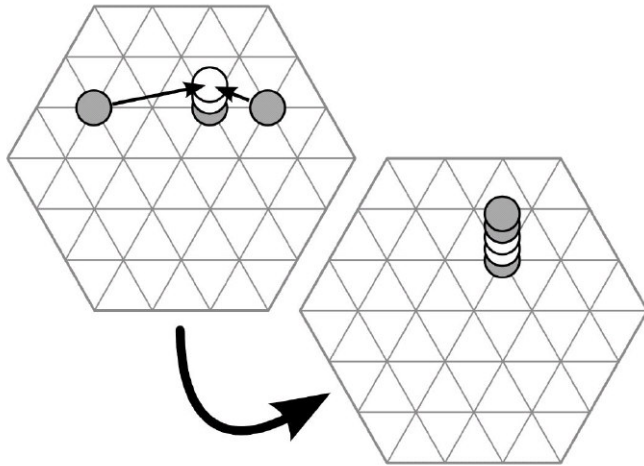
To capture, a player moves exactly 2 pieces or an individual piece plus 1 stack of three. Each piece or stack moves in a straight line and the two lines meet on an opposing piece or stack.

- Pieces (or stacks) may move in any of the 6 directions. Once decided, the direction of movement for this stack may not be changed during the turn.
- It is not allowed to jump over owned or opposing pieces (or stacks).

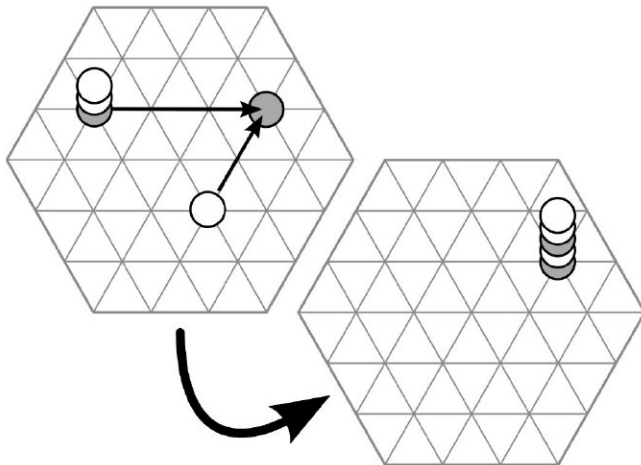


*Illustration: Two individual pieces capture an opposing piece and create a triple stack.*

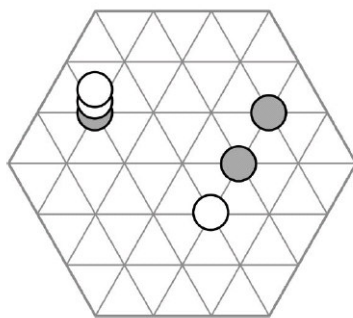
- Pieces (or stacks) **may not move unless in doing so, they capture**. They are then placed **on top of** the opposing piece (or stack). They cannot be moved to a vacant space or on top of one's own piece (or stack).



Stacks may also capture. Together with an individual stack it creates a stack of five.



Triple stacks can be captured by two individual pieces.



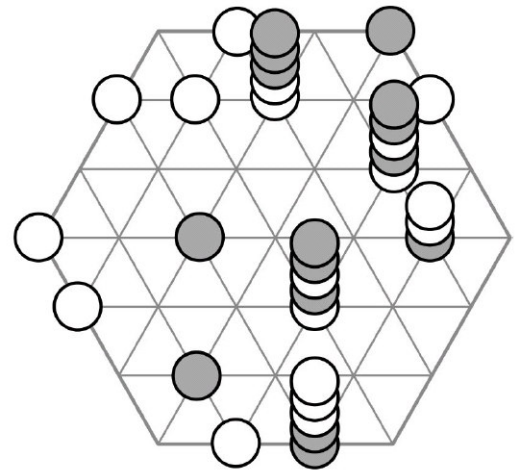
It is not possible to be captured in this position.

- After the move the active player must have a **majority of 1 piece** in the new stack, i.e either it is a triple stack (2:1 ratio) or a quintuple stack (3:2 ratio).
- The capturing pieces must be moved at the same time, that is, they must come from different directions since they cannot jump over other pieces.

- No stack may exceed 5 pieces in height.
- Once formed, stacks may never be split.

## End of the Game

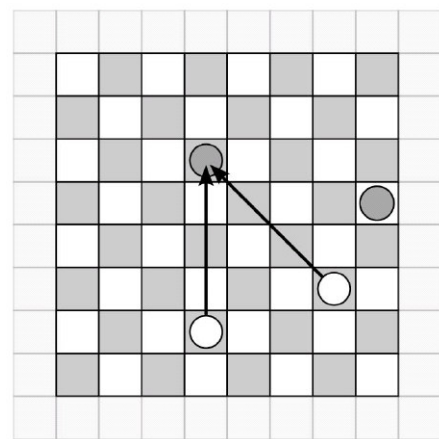
The first player to create his third stack of five wins the game.



Black wins with his 3 stacks of 5 at c4, e5 and f3.

## Variant

Attangle can also be played on a square grid board (as in Chess)..



The pieces are placed on the 64 (8 x 8) spaces in the middle of the board. Pieces move in all 8 possible directions (straight or diagonal).

**Five stacks of five** are required to win the game. All other rules are as in the base game for a six-sided board.

## Q&A

- What is the origin of the game's name?

From the English words "attack" + "angle": in attacking the pieces describe an angle.

- The instructions state that in moving exactly 2 pieces (or an individual piece plus 1 stack of three must be moved)?

*Yes, that is correct.*

- So stacks can only be 3 or 5 in height?

*Yes, this is also correct.*

- What about the stacks which are five pieces high?

*These stacks can never be captured or moved for the rest of the game.*

- Are quintuple stacks removed from the board when formed?

*No, they remain there.*

- The capturing pieces move at the same time. In what order must I place them on the stack?

*The order plays no role here.. One can stack them in any order.*

## Notation

The coordinate system from *Accasta* (see page 4) is used for notation.

White	Black	Sample Game
1. e1	g3	
2. d4	c5	
3. a4	c1	
4. c4	f5	
5. e6	f3	
6. a1	f5,c5-e6	
7. c5	d6	
8. d4,c5-d6	f1	
9. g1	e6,f1-e1	
10. d6,g1-g3	c2	
11. c6	f5	
12. d1	g2	
13. d6	c5	
14. d4	b4	
15. b5	f5,c2-c4	
16. a4,b5-b4	e4	

White	Black
17. d6,b4-c5	c4,e4-d4
18. f5	c3
19. c4	d3
20. c2	d2
21. b3	a2
22. c4,b3-c3	d2,d3-c2
23. a3	b1
24. c4	b3
25. c3,c4-b3	

White wins.

## Strategy Hints

- Triple stacks are simultaneously dangerous and in danger; over them lead all the paths to victory.
- Try to keep all of your pieces covered as much as possible.
- Wall off areas of the board and at the same time try to create connected groups of your pieces.

## For More Information

*Attangle* game rules: Copyright © 1998 Dieter Stein

*Attangle*, together with the games ***Accasta*** and ***Attangle***, comprise the stacking game trilogy by Dieter Stein, invented between 1998 and 2006.

More information is available on-line at <http://attangle.com>

## The Designer

Born in 1965, **Dieter Stein** grew up in Munich, Germany, and studied phonetics, psychology and computer science. Now he lives with his wife and two children near Freising, Germany, and is a self-employed software developer and game designer.

Game invention has been his passion since childhood. He does not see himself so much as a storyteller, but as a "games mechanic", always endeavoring to bring out the core of his game ideas.

<http://spielstein.com>

Jaroslav Cichocki

# Attraktion

Strategy game for 2 players aged 8 and up  
**Attraktion is a strategy game with the power to attract.**

## Components

- a square grid game board having 8 × 8 (or 10 × 10) spaces
- 2 × 32 white and black pieces (2 × 50 for the 10 × 10 game board)

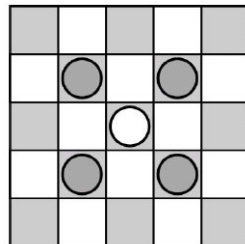
## Game Board

*Attraktion* is played on a square game board having 8 × 8 (or 10 × 10) spaces.

The smaller board is good for learning how to play the game the first time. Usually, however, the larger board with its 100 spaces should be used. Experts play on still larger boards.

## Goal of the Game

Players try to reach a particular winning position: 1 of one's own pieces surrounded by exactly 4 opposing ones on the diagonally adjacent spaces.

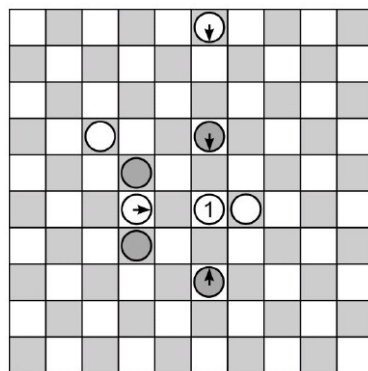


## Playing the Game

In the beginning the board is empty. Each player selects a color. White takes the first turn.

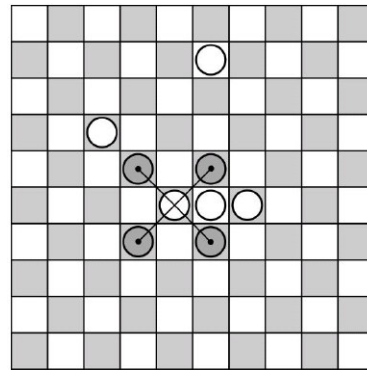
Each player turn is conducted in 2 phases:

- **Placing** one's piece on any empty board space.
- Then letting the power of **attraction** go to work.



## The Power of Attraction

Starting from the newly-placed piece and extending outward, move every piece, regardless of owner, in the same row and column one space in the direction of the new piece. However, a piece only moves only if the space which it is to enter is vacant.



## End of the Game

After each player's turn the effects of attraction are reviewed to see how many winning positions each player has achieved. A player's move may create winning positions for the opponent as well. A player wins if he has **more** winning positions than his opponent. In case of a tie, the game is continues.

## For More Information

*Attraktion* rules: Copyright © 2005

Jaroslav Cichocki

More information is available on-line at <http://jarcicho.webpark.pl>

## The Designer

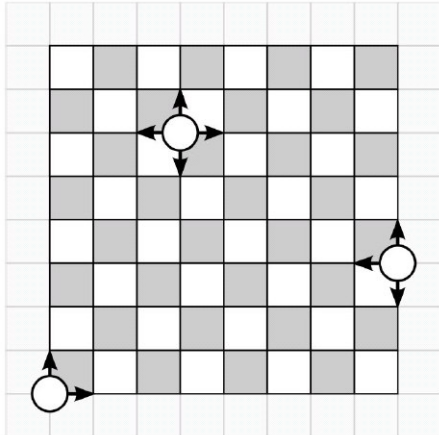
Born in 1958, **Jaroslav Cichocki** lives in Warsaw, Poland. He has conceived several games and published them on the Worldwide Web, including *JC Attract*, here published as *Attraktion*, and *JC Golden Nugget*. Visit his website to find computer versions of his games.



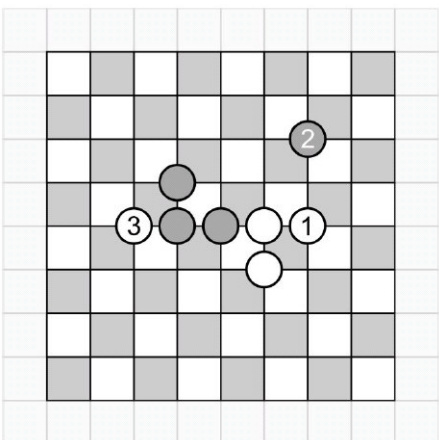
## End of the Game

The game ends when either of the players is unable to take a turn.

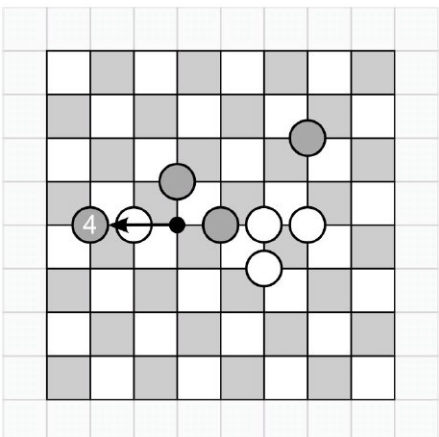
Any pieces at the board edge can be claimed. Each **captured piece** and every opponent piece on a space which touches the **edge of the board** is counted as 1 point. The player having the higher total wins.



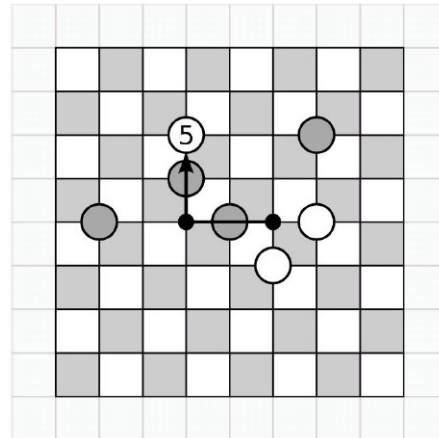
*A piece can be shifted 1 space in any orthogonal direction, i.e. along a*



*White sets up a forced capture in order to prepare his own attack*



*Black is required to capture the new white piece.*



*White now captures 2 pieces and doesn't have to give them back as Black only managed to capture one piece on his last turn.*

## For More Information

Alva game rules: Copyright © 2001 Alvydas Jakeliunas

## The Designer

Born and living in Lithuania in 1961, **Alvydas Jakeliunas** studies physics and at the moment works as an independent game designer. Since childhood he has modified the rules of existing games and tried to develop his own ideas.

**Alva**, after **Packeis am Pol (Hey! That's My Fish!)**, is the second game by Alvydas Jakeliunas to be published in Germany. The latter has sold over 50,000 copies, appeared in 8 languages, and in 2006 was on the Recommended List of the Spiel des Jahres (German Game of the Year) jury as well as a winner of the "Spiele-Hit für Familien 2006" (Game Hits for Families 2006) in Austria.

More information is available on-line at [www.geocities.com/alvaworld/](http://www.geocities.com/alvaworld/)

# Dame 100

(Checkers 100 / Draughts 100)

Classic strategy game for 2 players aged 8 and up

**Dame 100 is also often known as International Checkers (International Draughts) as it is played according to worldwide convention. Moreover there exist innumerable much older variants in many countries.**

## Components

- a square grid game board having 10 x 10 spaces
- 2 x 20 white and black pieces

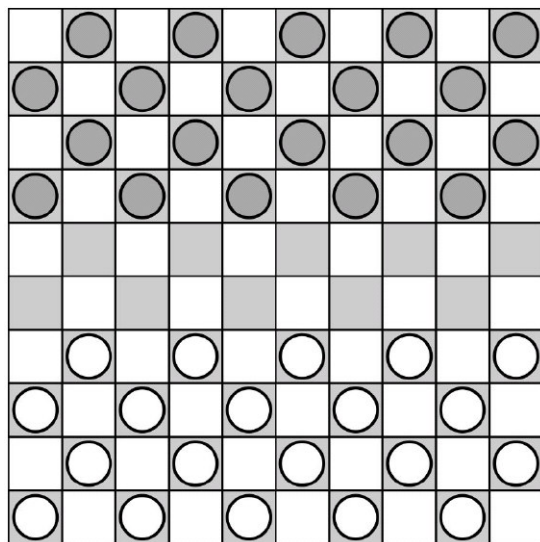
## Game Board

The game is played on a square grid board having 10 x 10 spaces.

The board is laid out so that the lower left corner as seen by White is dark space.

The game is played only on the dark spaces. (To achieve better contrast with the pieces, players can of course agree – contrary to the official rules – to play only on the light spaces.)

In the beginning players set their pieces on the first 4 rows of the board.



*The initial set up.*

## Goal of the Game

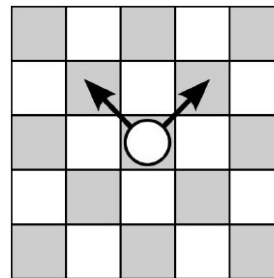
Players try to capture the opposing pieces or prevent them from moving.

## Playing the Game

Each player selects a color. White takes the first turn.

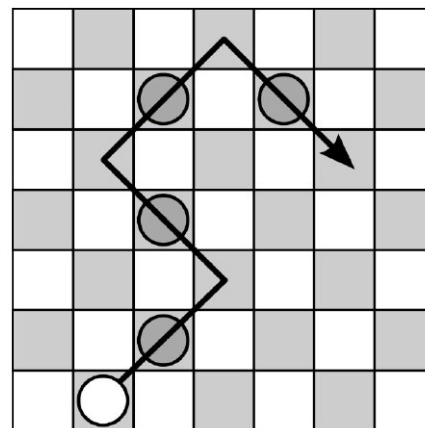
There are two possible turn options:

- A piece **moves** 1 space diagonally forward.



*A piece moves diagonally forward 1 space.*

- A piece **jumps** diagonally forward **or** backwards over 1 opposing piece and ends on the empty space on the opposite side. When the turn is over, and only then, the captured piece(s) is(are) removed from play.



*Jumping may occur either forward or backward.*

